

## LOADING

To load, press **CTRL** and small **ENTER** keys together. Press **PLAY** on datacorder, then any key. The program will now load automatically. (*The program is recorded on both sides of the tape, in case of difficulty, turn the tape over, rewind to the beginning and load again.*)

## START:

On loading, you are presented with an options screen. The whole game uses special **ICON** control, so you will only need 4 keys or a joystick to carry out many complicated moves.

**OPTIONS:** Key **P** (or joystick right) to select **play**, **Instructions** or **quit**. Key **0** (or joystick left) to select **handicap**. Key **Q** (or fire) to activate selection.

**INSTRUCTIONS:** Press **Q** (or fire) to return to main menu.

**HANDICAP:** 1 = 20 second start, 2 = 10 second start,  
3 = 0 second start.

**PLAY:** The screen is split into 2 sections, with the playing area at the bottom, and the **Selection** and **Status Icons** at the top. **THE ICONS** at the top are to select your movement. These are **Jump**, **Up Ladder**, **Up Rope**, **Swing on Rope**, **Balance** and **Crawl**. The next four icons show your current status (**Screen**, **Stamina**, **Bravery** and **Endurance**).

## CONTROLS:

0 = Left, P = Right, A = Select Icon, Q = Activate Icon.  
or Use Joystick (Up = Select, Fire = Activate).

## GAME:

Complete the assault course of 22 screens in the fastest time possible.

If you can complete the course, your **performance** and **finishing time** are displayed. The performance is a percentage score, based on your ability over the whole course.

**ENDURANCE** will deplete slowly throughout the game.

**BRAVERY** will deplete with each fall. **Stamina** will reduce if you try to make illegal moves (wrong icon selected). **Stamina** and **bravery** can also go down if you make a number of falls on one screen. As this game is played in **real time**, a fall will also affect your finishing time.

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If you have written a good program and would like to discuss marketing, please write to:

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